AUTO RACING

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1113-4289-G1

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CARTRIDGE INSTRUCTIONS

AUTO RACING

(For 1 or 2 Players)

You're in the driver's seat on a Grand Prix-type course. The road snakes and twists before you. As your car starts rolling, trees and buildings rush by on either side. Your tires scream as you hurtle past them and around tight turns. You're in a race to the finish, balancing speed against control. Look out for that curve! You'll need fast reflexes and split-second timing to see what it's like to participate in one of the world's most exciting sports. Are you ready? Ladies and gentlemen, START YOUR ENGINES!

To get more fun out of INTELLIVISION™ AUTO RACING, read this booklet.

(FOR COLOR TV VIEWING ONLY)

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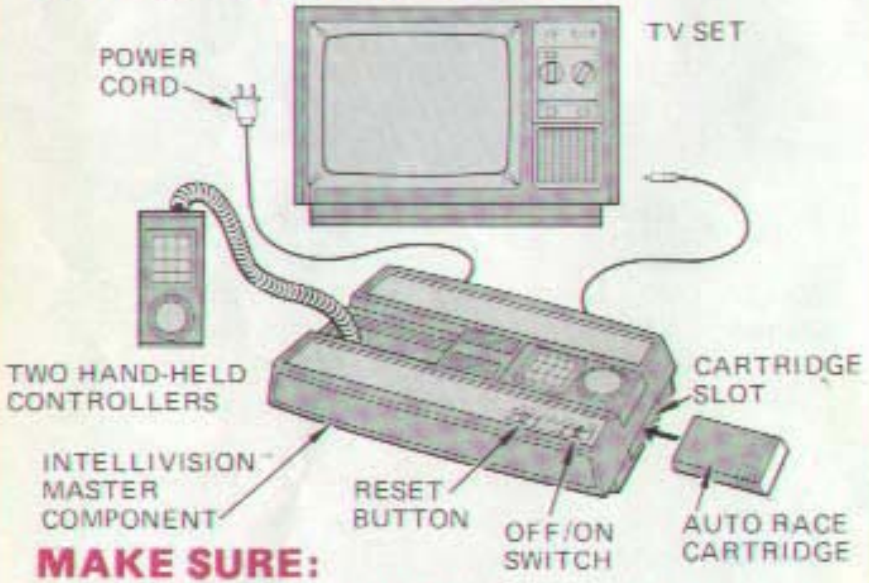
1113-0620-G5

OBJECT OF THE GAME

2 players: Score 50 points before your opponent does. You get 2 points every time your opponent crashes, 1 point if you lead far enough to reach the edge of the picture. Maximum 2 cars on the course at any time.

1 player: Complete 5 laps in the shortest possible time. A crash makes you lose distance and time. Only 1 car on the course, racing against the clock.

CHECK YOUR EQUIPMENT



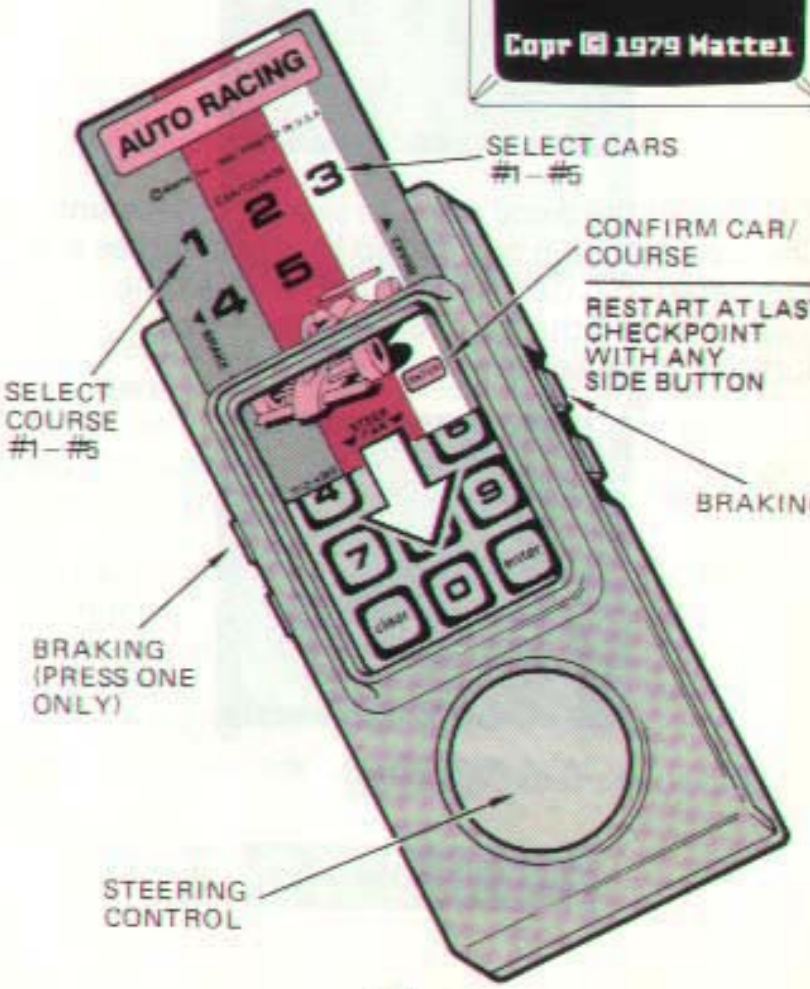
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- AUTO RACING CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON

Title will appear on TV screen:



GET READY!

When you see the INTELLIVISION® AUTO RACING title, press the Disc or any key on either Hand Controller. The screen shows:

Pick one of the 5 courses — refer to "Maps and Checkpoints" (on pgs. 4 and 5). The courses are numbered in order of difficulty, with #1 the easiest and #5 the hardest. Punch in that number on one of the keys. You'll see:

. . . and then press ENTER .

SELECT COURSE: 1

If you press ENTER without first pressing a number key, the computer will randomly select a course for you, from #1 through #4.

Now pick one or two of the 5 cars (see their specifications in "The Cars" on pg. 6). If you're going to drive just one car in a race against the clock, press its number key. You'll see:

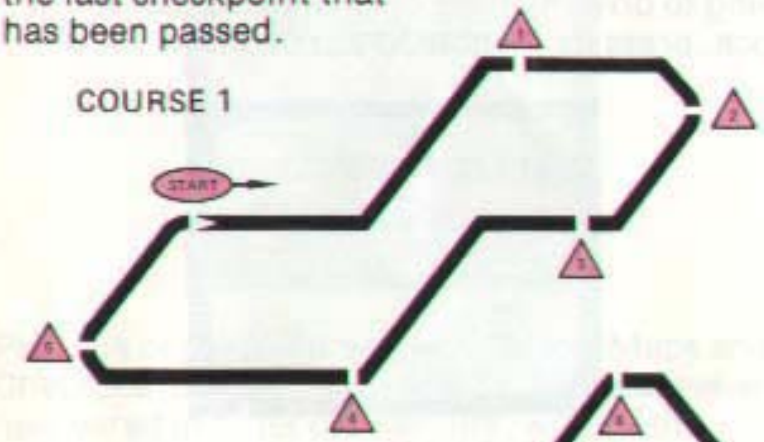
. . . then press ENTER on the Hand Controller you want to use. Then press ENTER on the other Hand Controller. After a moment you'll see that car at the starting line, and it will begin to move. The clock's running!

To race two cars, the first player presses the key for one car, then ENTER . The other player presses a key on the second Hand Controller for the competing car, then ENTER . The positioning of the cars (inside/outside) is randomly decided by the computer.

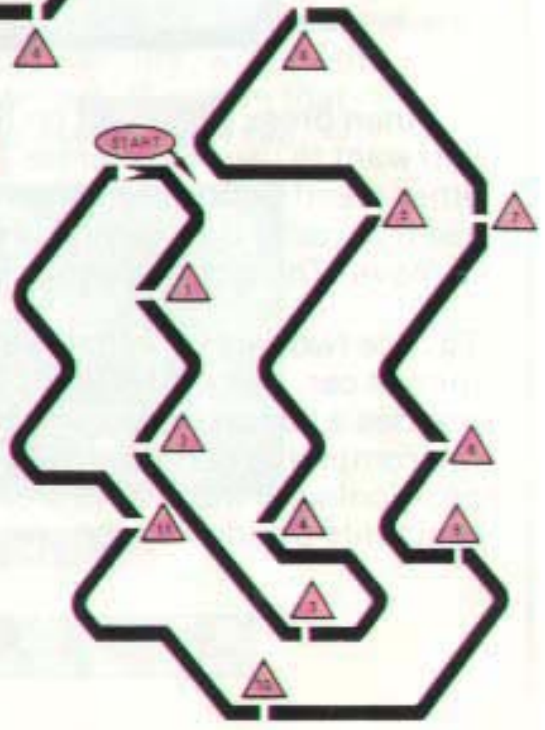
MAPS AND CHECKPOINTS

There are 5 different courses. The checkpoint numbers show the places where races will be re-started after a crash or after one car in a two-car race has a big lead. Re-starts occur at the last checkpoint that has been passed.

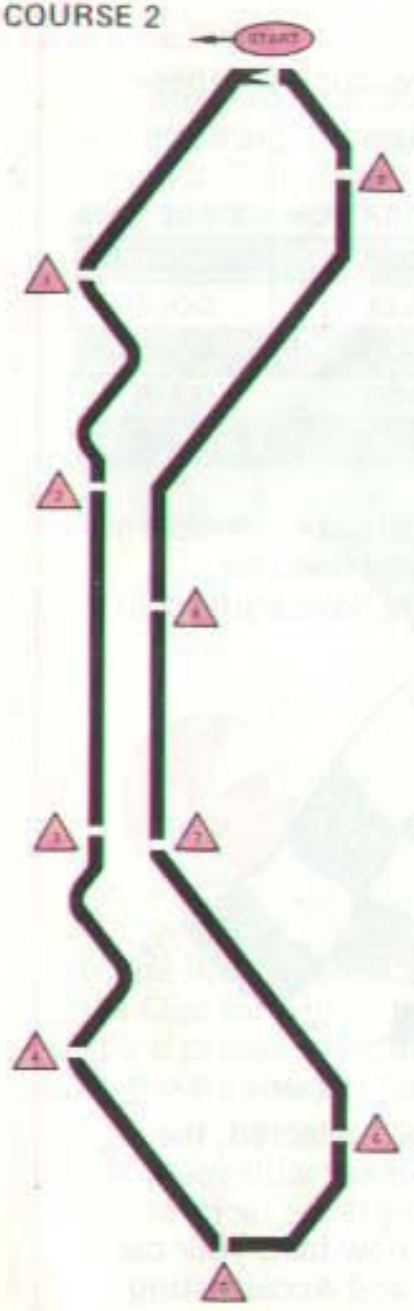
COURSE 1



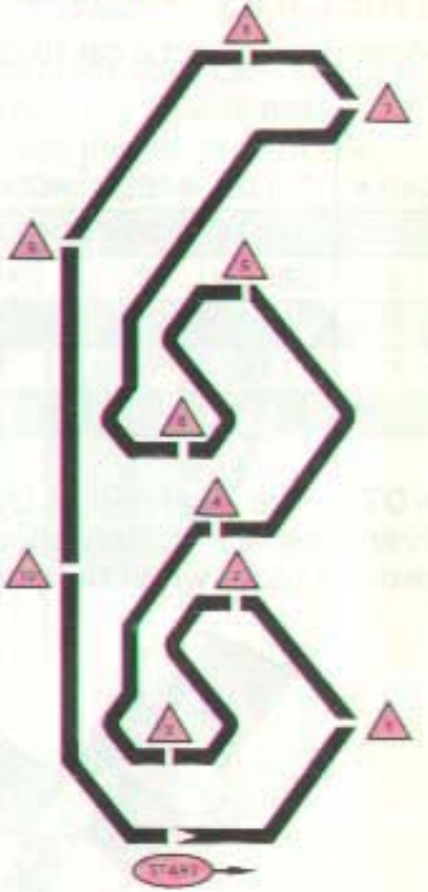
COURSE 4



COURSE 2



COURSE 3



COURSE 5

THE CARS

When you select a car to drive, consider these factors:

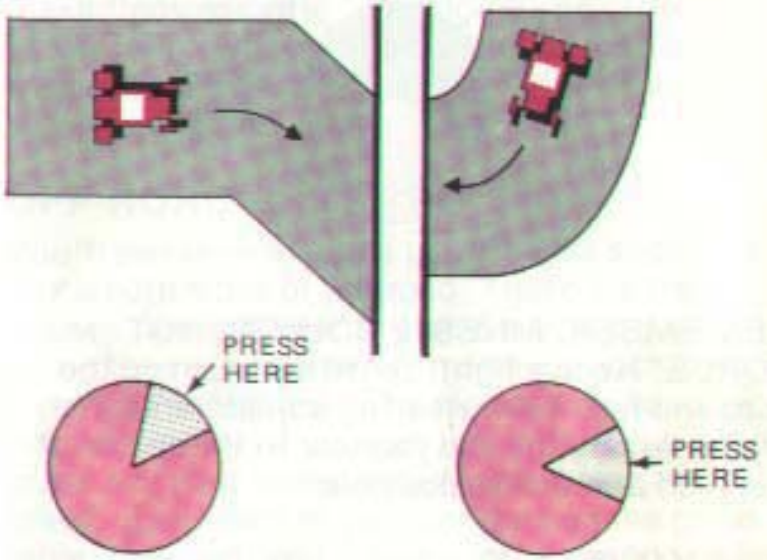
CAR #	COLOR	TOP SPEED	ACCELERATION	CORNERING
1	WHITE	55	POOR	EXCELLENT
2	GREEN	65	EXCELLENT	GOOD
3	RED	75	GOOD	GOOD
4	TAN	90	POOR	FAIR
5	BLUE	90	POOR	FAIR

NOTE: The TAN and BLUE cars are identical in every respect, so they should be used for two-car races when the players have equal skill.

When the course and car(s) are selected, the race begins. You "drive" your car with your Hand Controller, and there are three factors which determine where, and how fast, your car will go — Steering, Braking, and Accelerating:

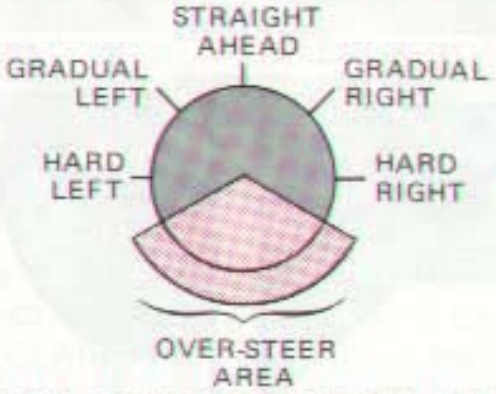
STEERING

Use the Direction Disc to steer your car. The car will go straight ahead when the Disc is not touched. To turn left, press the left side of the disc; to turn right, press the right side.



In the first case you'd press the top right part of the Disc for a gradual turn. In the second case you'd press the right ("3 o'clock position") part to make a sharper turn.

Until you get accustomed to this steering system, it's easy to make the mistake of "over-steering" your car by trying to change its direction too much. The farther away from the direction of movement you press the rim of the Disc, the less actual control you will have.



REMEMBER, FINESSE COUNTS, NOT FORCE! Keep a light, sensitive touch on the Disc and just make steering adjustments that are necessary to keep your car in the center of the road as much as possible.

BRAKING

When you're learning to "drive" these cars, it will probably help to do some braking, especially as you approach sharp curves. Use **ONLY ONE** of the side buttons on your Hand Controller. You'll hear the squeal of the brakes as they're applied. When you race two cars side-by-side, you can use the brake to cut in behind your competitor when you go into a curve. As soon as you release the BRAKE button, your speed increases.

ACCELERATING

Acceleration is automatic — when you're not braking your car, its speed gradually builds up to its maximum (shown in "The Cars"), and will slow down only by skidding around turns or by running on the grass or through water. As you get better at driving, you'll be able to take full advantage of this constant acceleration to make "power drifts" through turns. The acceleration will give you some forward momentum that reduces the effects of sideslipping and skids.

OFF-ROAD HAZARDS

You'll see several kinds of obstacles speeding by on both sides of the road. There are trees, houses, and occasional ponds scattered all along the race course. If you hit a structure or tree, you'll CRASH. (The simulated sound is unmistakable!) If you run into a pond, you don't crash but your speed is reduced to less than a crawl. If any part of your car gets on the grass along the road, you'll lose a lot of speed until you get back on the "pavement".

Occasionally, your car will get out of control and careen across the grass and completely off the course (the five courses are laid out side-by-side). If this happens, the best thing is to deliberately crash so you can get re-started at the last checkpoint and not lose any more precious time.

SCORING AND STRATEGY

Two-car races: The cars start off side-by-side. If you use the TAN and BLUE cars (#4 and #5), they are matched in every respect, making skill all-important. There are two ways to score: when your opponent crashes (you get 2 points) or when you take a commanding lead (you get 1 point). The first player to accumulate 50 points wins the race. When there's a crash a message flashes on the screen:

The "CRASH" message is in the color of the car that hit an obstacle. During the race, there may be collisions between the racers. No points are won or lost, but the impact will usually make you lose control.

The best strategy in a two-car race is to outdrive your opponent on the curves and get out in front. When one car is leading by about 12 lengths (or the cars are getting too far apart to appear in the picture), the race is stopped and you see:

... in the color of the leading car. The updated score appears, including 1 point awarded to the car that is ahead.

After a CRASH or AHEAD interruption, press any side button on either Hand Controller. The cars reappear at the last checkpoint passed.

One-car races: When just one car is running, the race is against the clock. The length of the race is 5 laps around whichever course you select. Whenever you CRASH, press a number key and the car will be restarted at the last checkpoint it passed. A message will show elapsed time and full laps completed. There are no penalty points for crashes but you do, of course, lose some time. When the car crosses the finish line at the end of the 5th lap, the picture freezes and you see:

WINNING TIPS

- Pay close attention to the course you're running. As you become familiar with the road, you'll be able to anticipate the turns and steer more gradually. Radical direction changes will result in lots of crashes.
- Practice steering so you can make smooth direction changes. The less skidding and sliding your car does the faster it can go.

- Stay off the grass as much as possible, to keep from slowing down.

- If you are going out of control, do whatever you can to stay away from the blue patches of water, especially when you're running one car against the clock.

- Steer by pressing the Disc on the edge that approximates the car's direction. If you press the "east" side of the Disc when the car is going "west," you'll lose all control of the vehicle.

SOUND EFFECTS

Buzz—an incorrect key was pressed.

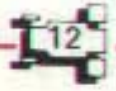
Engine—car(s) running.

Tire Squeal—heard whenever accelerating, skidding, and braking.

Crash—impact with tree or structure, or a collision between 2 cars.

Splash—in the water!

Cheers & whistles—at the finish!



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